

TANDY®

Cat. No. 26-3160

Color Computer 3



A MAZING WORLD OF

MALCOM MORTAR KAY '87

BREAK DOWN THE MAZE AND BRICK UP THE MONSTERS!

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A Mazing World of Malcom Mortar



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Introduction

In **A Mazing World of Malcom Mortar** you become B. Rick, the apprentice bricklayer, working at the renovation site of a huge mansion.

Under the weight of a load of bricks and dynamite for the grizzled master bricklayer in the basement, you wind your way down through a myriad of passages. Suddenly, there's a shout from your ill tempered foreman, the deafening crash of breaking masonry above, and the awareness of a searing pain in your head. For a moment everything goes completely black.

Then a shuffling sound down the corridor focuses your attention and the fog slowly lifts from your mind. You push the fallen rubble aside, stand up and look around in astonishment; the mansion has become sinister and labyrinthine. Again you hear a shuffling sound and turn just in time to see a strange, fuzzy creature armed with poisoned quills jump out from behind a corner. Running down the corridor you somehow know this is all a creation of your unconscious mind. The bearded master bricklayer is now a hostile fuzzy creature, the mansion is now an endless series of mazes, and your foreman has become the evil Malcom Mortar, Master of the Mansion Maze.

Getting Started

Required Equipment

To play **A Mazing World of Malcom Mortar**, you will need the following equipment:

- Color Computer 3 with at least 128k of memory
- Color Monitor or Television (monitor recommended)

Use of a joystick is recommended but not required.

Setting Up

WARNING

Always be sure the Color Computer 3 is OFF
before inserting or removing a Program Pak™.

Insert the **A Mazing World of Malcom Mortar** Program Pak™, label side up, into the slot on the right side of the computer.

If you will be using a joystick, it should be connected to the right joystick port on the back of the computer. Also, connect and turn on the color monitor or television.

Finally, turn on the computer. The game screen of **A Mazing World of Malcom Mortar** appears.

The Game Screen

The game screen is divided into two portions, the Maze Display and the Scoreboard display.

The Maze Display, making up the left portion of the game screen, provides your window into the action taking place within the maze.

The Scoreboard Display is found in the right portion of the game screen and contains the following:

- your current score
- your current brick count
- your current dynamite count
- your current magic brick count

Game Controls

The game initializes for use with an RGB analog color monitor and a joystick. The following controls allow you to configure the game for your computer (Note: to prevent accidental changes, these keys are not active during game play):

[M] Changes monitor type (RGB or television)

[J] Selects Joystick Control mode

[K] Selects Keyboard Control mode

Other game controls include:

[S] Toggles sound on or off (default is on)

[ALT] Pauses or resumes game play

[BREAK] (or firebutton) Begins game play

Objectives

Play begins at the entrance to the lair of the evil Malcom Mortar, and it is within this lair that you will attempt to construct a trap for him. The lair itself is a great cavernous hall filled only with brick pillars. By laying magic bricks between these pillars, which are picked up during your ventures through the mazes, you create a maze of your own within which you must trap the evil Master to win.

As you pass through the trap door at the lair's exit, you will drop into your first maze. Three such mazes must be successfully traversed before you will again find the entrance to the lair, and each succeeding set of mazes will escalate the level of difficulty.

Every maze has a single main hall between its entrance and exit from which many winding passages, rooms, and dead ends branch. To successfully traverse a maze, you must discover the main hall and then trap the Borehead and all the fuzzy creatures in its adjoining passages. When the Borehead and all Fuzzies have been trapped, and the main hall is clear of bricks from entrance to exit, the trap door at the exit will open allowing you to pass to the next round.

B. Rick

B. Rick, the apprentice bricklayer, needs your help! In order to recover from the blow to his head, he must trap all the creatures in Malcom's sinister world, including Malcom himself. You must direct B. Rick through the various mazes, and trap all the creatures using bricks, magic bricks and, if necessary, dynamite.



Controlling B. Rick Using a Joystick

If you selected the Joystick Control Mode, the joystick is used to direct B. Rick through the mazes. Moving the joystick partially up, down, left or right will correspondingly alter the direction that B. Rick is facing. Moving the joystick to the extreme up, down, left or right will move B. Rick in the direction he is facing.

Other controls in this mode include:

F1 (or firebutton) To build a brick wall

F2 To convert a brick wall to a permanent wall

SPACEBAR To drop a stick of dynamite

Controlling B. Rick Using the Keyboard

If you selected the Keyboard Mode, the keyboard is used to direct B. Rick through the mazes. A quick press of an arrow key will correspondingly alter the direction that B. Rick is facing. Pressing and holding these keys will move B. Rick in the direction he is facing.

Other controls in this mode include:

F1 (or firebutton) To build a brick wall

F2 To convert a brick wall to a permanent wall

SPACEBAR To drop a stick of dynamite

Bricks, Brick Walls and Permanent Walls

Brick walls are built using bricks from the brick pile. Picking up the single grey colored brick when it appears in the maze adds a number of bricks to the pile equal to five plus the current game level. If B. Rick is ever caught in the maze without bricks, either in the brick pile or in the maze, then the trap door at the exit can never be opened and the game ends.

To build a brick wall, position B. Rick so that he is looking toward the area where the wall is to be placed and press the fire button (or the **F1** key). A brick wall will appear on the display in grey and one brick will be removed from the brick pile. Brick walls can be used both offensively and defensively and may be destroyed by dynamite.

To build a permanent wall, position B. Rick so that he is looking at a grey brick wall and press **F2** . The grey brick wall will change to a permanent red wall and one brick will be removed from the brick pile. Permanent walls can only be used offensively and may not be destroyed once they are created. If B. Rick ever traps himself behind a permanent wall or builds a permanent wall in the main hall, then the trap door at the exit can never be opened and the game ends.

Dynamite

Dynamite may be used to destroy brick walls that were placed either inadvertently or as a defense against attacking Fuzzies. Picking up the single red stick of dynamite when it appears in the maze adds a number of sticks to the dynamite pile equal to the current game level.

To destroy a brick wall using dynamite, position B. Rick so that he is beside and facing in the direction of the brick wall you want to destroy and press the **SPACEBAR** . A burning stick of dynamite will appear on the wall, then explode and destroy it. If B. Rick is ever trapped behind a brick wall without dynamite, either in the dynamite pile or in the maze, then the trap door at the exit can never be opened and the game ends.

Permanent and magic brick walls cannot be destroyed by dynamite.

Magic Bricks and Magic Brick Walls

Magic brick walls are built using bricks from the magic brick pile. Picking up the single yellow brick when it appears in the maze adds one brick to the pile.

To construct a magic brick wall, position B. Rick so that he is facing the area where the wall is to be placed and press the fire button (or the **F1** key). A yellow brick wall will appear on the display and the magic brick pile will be reduced by one brick. Magic brick walls may only be built between pillars or between a pillar and a wall of Malcom's lair. All bricks in the magic brick pile must be laid in the lair before the exit door will open and allow B. Rick to pass to the next round.

Fuzzies

Fuzzies are the malevolent servants of the evil Malcom Mortar who single-mindedly hunt the mazes for B. Rick and, upon finding him, attack by throwing their poison quills. If B. Rick is hit by a quill, your score is reduced by an amount dependent on the current game level. The number of Fuzzies in a maze also increases with the current game level.

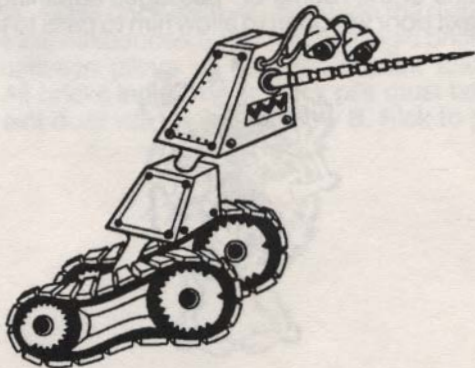
In addition to averting their attacks, B. Rick must trap each of the Fuzzies in one of the rooms or passages adjoining the main hall before the exit door will open to allow him to pass to the next round.



The Borehead

The Borehead is the mechanical minion of Malcom Mortar created by his master to roam the mazes in search of trapped Fuzzies who it frees by boring through the brick walls entrapping them. Timid and fearful of B. Rick, he will avoid B. Rick whenever possible.

As with the Fuzzies, the Borehead must be trapped in a room or passage adjoining the main hall before the exit door will open allowing B. Rick to pass to the next round.



Malcom Mortar

Malcom Mortar is the master of the mansion mazes, and it is within his lair that the ultimate contest is waged between he and B. Rick. His sole intent is to inflict his fatal touch on B. Rick. At the same time, B. Rick must construct a trap of magic brick walls around Malcom while averting Malcom's attacks.



Scoring Points and Winning the Game

Each time you succeed in leaving a maze, you are awarded points. The following table describes how many points you receive:

Normal bricks	5 points each
Dynamite sticks	5 points each
Magic bricks	10 points each
Exiting a maze	25 x current level
Exiting the lair	25 x current level

To win the game, you must trap Malcom in his lair by building an enclosure of magic bricks, leading Malcom into the enclosure, getting out, and finally, sealing Malcom in.

If you succeed in winning the game, you will receive bonus points for using the least amount of magic bricks. The bonus starts at 5000 points, and decreases by 50 points for each magic brick used. If your resulting score is higher than the current high score displayed, your score will become the high score.

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A Division of Tandy Corporation
Fort Worth, Texas 76102

3/88-SWCG

874-8051

Printed in U.S.A.

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To enter Malcom's world, you will need:

- Tandy Color Computer 3 with 128k of memory
- Television or monitor

The use of a joystick is suggested.

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